

Introducing...



An exciting new
Replacement People Program

*Another swell product from the
fine folks at FLEEMCO*



TABLE OF CONTENTS

Series One Sheet	3
Characters At-a-Glance	4
Series Mini Bible	7
<i>Overview</i>	8
<i>Characters</i>	9
<i>Backstory</i>	16
<i>Other Series Information</i>	17
Episode Loglines	19

FLEEMCO
Conspicuously inconspicuous since 1866





But Riley and Todd aren't through with Fleemco. Now the company is letting them test their new *Replacement Person* program. The kids can replace any adult they know!

SERIES OVERVIEW:

Riley and Todd were orphans until they found an ad for Fleemco Replacement Parents and ordered themselves two "cool" parents. They got Agent K, a British super-spy, for a mom and renowned stuntman, Dick Daring, for a father. These four, along with CAR, K's super-intelligent talking spy car, form a crazy, loving family.

Now the company is letting them test their new

SAMPLE EPISODES:

- When Todd orders a heavy-metal rock star to replace the original 'silence is golden' librarian, everyone's grades start falling from lack of studying, and it looks like Riley and Todd might be spending their vacation in summer school.
- The faculty advisor for the school newspaper will only let Riley report on bland stories that no one cares about. So, she orders a hard-hitting reporter who will show her how to get the real scoop. However, becoming a tell-all journalist may cost her the trust of her friends.
- Todd is sick of always being on the losing team at little-league, even if the kindly old coach gives everyone a chance and says winning isn't everything. To Todd, it is. His replacement plan backfires when he orders a drill-sergeant who takes the fun out of the game.
- Riley's scout troop is tired of always losing their annual beef jerky sell-off to the rival Troop Sassy Sunflower. But when Riley replaces the sweet yet sales-inept scoutmaster for a snake-oil salesman, she loses sight of any goal except bottom-line profits.



THE CREATIVE TEAM:

Executive Producer **JACK THOMAS** was the head writer on Nickelodeon's very successful *Fairly Odd Parents*. Prior to becoming a writer, Jack was an attorney turned stand-up comedian. He is very excited to be working on his first Disney series.

Our Director **HEATHER MARTINEZ** has worked on such series as *SpongeBob Squarepants*, *Fairly Odd Parents*, and *My Life as a Teenage Robot*. This is also her first series at Walt Disney Television Animation.

This show is created by **DAN SANTAT**, a successful children's book author and illustrator. His 2004 book, *The Guild of Geniuses*, has won much critical acclaim. Dan also works as a designer in the video game industry. This is his first animated series.

SCOTT PETERSON is the Story Editor for all episodes. He came to Disney from Nickelodeon, where he worked on *My Life as a Teenage Robot* and *The X's*. He is now the Story Editor on the second season of Disney's *The Emperor's New School*.

CHARACTERS AT-A-GLANCE



RILEY (13) - Idealistic optimist and hopeless romantic. She has a thing for Johnny Hitswell and anything sweet. Riley is a consistently slightly above average student and a good baseball player. She's most likely to use her replacements to help others, whether they want her help or not.

TODD (12) - Reluctantly good hearted. Todd's replacements are most likely made to help Todd. He's not as naïve as his sister, but he's not as bright as he thinks he is either. He's definitely a leap before you look kind of kid.

Catch phrase: Don't judge me!



AGENT K (Mom) - Slightly paranoid, she insists on trying to adapt her super-spy skills to parenting, with little success. She is always cool and collected under pressure, unless there is an audience watching. K is fiercely loyal to her family.

Catch phrase: NONE – but she uses spy clichés in everyday life. What's for dinner? “That's on a need to know basis.”

DICK DARING (Dad) – A man child who has never met a risk he didn't want to take. His stunts seem to succeed despite him. Like K, he has no experience parenting, but a total lack of knowledge has never stopped him from doing anything.

Catch phrase: Look out below!



CAR - K's talking spy car partner. He can't stand Dick and barely tolerates the kids. He's a sarcastic curmudgeon, who misses the spy life and only begrudgingly becomes a family member.



Catch phrase: Oh please...



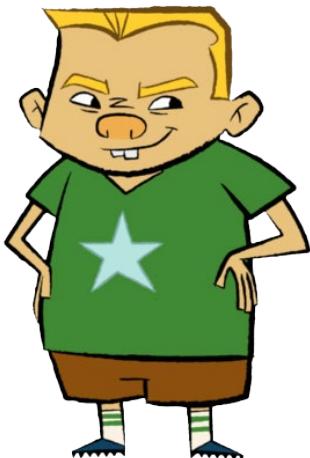
CONRAD FLEEM – Reclusive owner of the mega-conglomerate Fleemco and mysterious benefactor to Riley and Todd. Some of his replacements seem like very strange choices, but is there a method to his madness?

Catch phrase: Hello, Fleemco.



SHELTON KLUTZBERRY (12) - Woody Allen meets Jerry Lewis. He is hopelessly inept at anything he tries, but he never quits.

Catch phrase: Hoigle!



BUZZ WINTERS (13) – More brawn than brains, and he's not that brawny. This wannabe bully is mostly talk. He has a grudge against Riley and Todd because he used to have the coolest dad on the block.

Catch phrase: Good one Buzz, good one.



TASUMI TSUJINO (13) - Riley's best friend. Tasumi claims to be part of a crime-fighting family called GO-HI-BOTS, but we're not really sure. She keeps an enemies list.

Catch phrase: You just made my list...



ABBEY WILSON (13) Riley's other best friend. She's helpless to resist trends and the influence of evil mean girl, Sierra McCool.

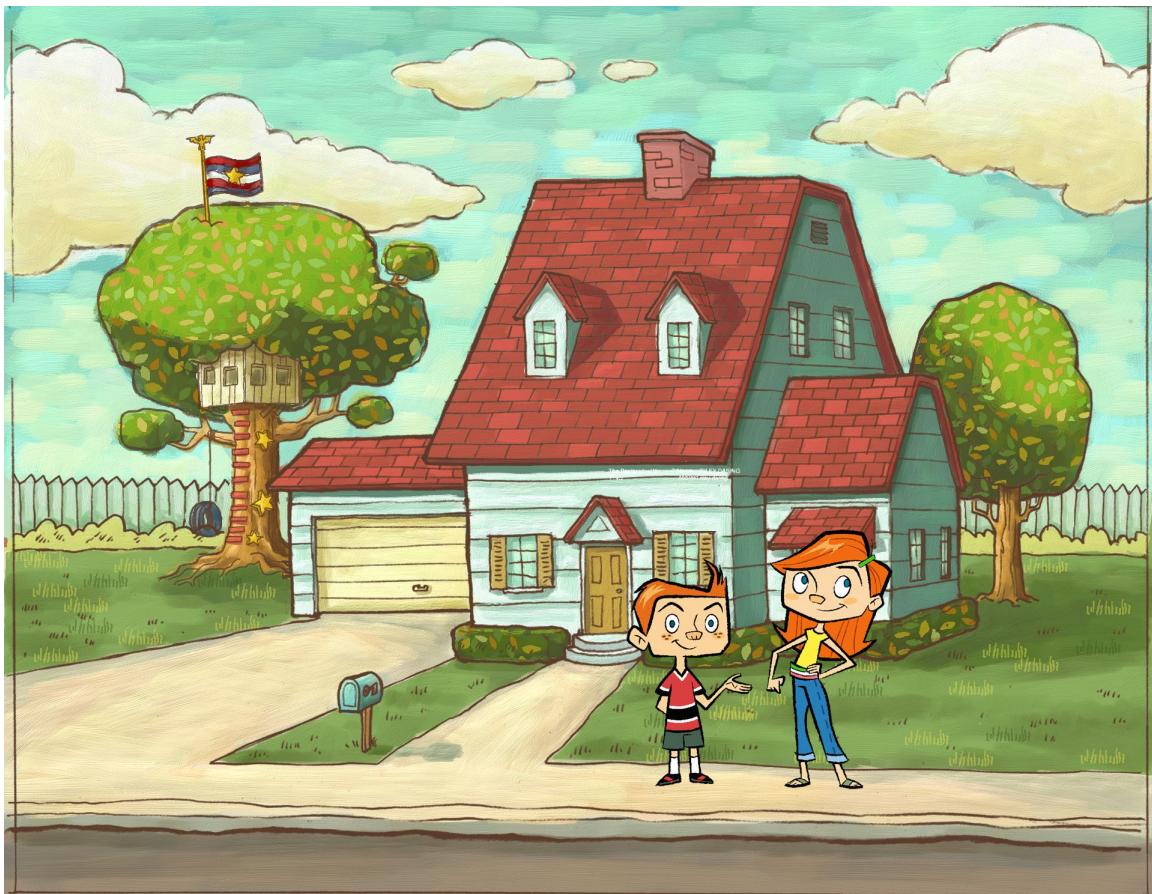


JOHNNY HITSWELL (13) - The cool jock. He's effortlessly cool, to the point that even he doesn't understand how popular he is. Riley crushes on him big time.



JACOBO (12) - Todd's best friend. He's responsible, mature, smart, artistic and kind. Pretty much the perfect kid. No wonder he's not the star.

Series Mini Bible



Introduction

The thing that sucks about being a kid is that you're powerless. Adults tell you what to do. Adults tell you when to do it. And then adults tell you how to do it. Riley and her little brother Todd can't change that. But with the help of their good friends at the Fleemco Company they can change the adults.

FLEEMCO
Where the customer is always right - most of the time



Overview

Riley and her little brother Todd were stuck in the evil Happy Faces orphanage until they found an ad in the back of a comic book for "Fleemco Replacement Parents." They sent away for two parents and got Dick Daring, Famous American Stuntman and Agent K, British Super Spy. Now the four of them live in a typical two-story house in a typical town called Pleasant Hills. But this family is far from typical.

To begin with, K and Dick have no experience being parents and seem to be learning as they go. (Like real parents do but would never admit.)

And how many families have a sarcastic, talking spy car that can disguise itself as any type of vehicle, that can change traffic lights on the fly and who is also probably the smartest member of the family?

Add to that the fact when K or Dick is indisposed, a "temporary replacement" Replacement Parent might show up. Or a replacement uncle or grandparent. And that William and Maude, the evil owners of the Happy Faces Orphanage, are constantly lurking around trying to get the kids back under their control. And that one of Riley's best friends dresses like and claims to be part of a giant fighting robot and you have a family that is anything but typical.

However despite the crazy origin of this family, it *is* a family and when the chips are down, push comes to shove, or any other similar cliché rears its ugly head, all these characters will choose family over anything else.

But that's just the start of the weirdness. Fleemco is so impressed with how Riley and Todd have handled their Replacement Parents program that they have now invited them to join their experimental Replacement People program. Riley and Todd can replace any adult that they personally know by making a simple videophone call to Conrad Fleem, President of Fleemco and ordering up a replacement. But like their parents, these replacements may not work out exactly like the kids had expected.

For example, if Riley noticed that the mailman is mean to neighborhood dogs she could order up a new mailman who loves dogs. But what if this new mailman became the pied piper of dogs and all the dogs in town deserted their owners and started following him? That would be huge problem.

Todd might get tired of his little league team losing every game and order a winning coach to replace the kindly loser they have now. The team starts to win but the new coach has the personality of Bobby Knight, only plays the very best players and is making the game un-fun.

Not every show will revolve around replacing someone. Some shows will be oriented around our crazy family itself with replacing someone outside the family occurring as just a part of a bigger story or perhaps not at all. *The bottom line is that this is a show about two kids who can control their own lives, but who don't have a lot experience doing so.*

Characters

RILEY (13) is a bright, friendly and generally cheery kid with a “can do” attitude about life. When she was stuck in the orphanage, Riley used to dream of being normal. Now that she is out of that regimented and socially stunted world, Riley is eager to embrace her new life. She has one simple goal - To fit in. To be “normal.” Of course, this is the same goal most kids her age have, but in Riley it is magnified to the extreme.

Riley finds joy in the simplest things that other kids take for granted. Riding *her* bike. School cafeteria food. Math homework. The more jaded members of her school sometimes mock her unbridled enthusiasm for her new life.

Riley’s experience in the orphanage had made her very sensitive to injustice and abuses of power. In short, she hates bullies whether they are kids or adults. This is reflected in her choice of people to replace. Riley has a good heart and will normally use her power to replace adults to try to help people. (Whether they want help or not.)

Riley is extremely trusting and naïve, especially about the social customs of “normal” teenager-dom. For example, she knows nothing about which cliques don’t talk to each other, or what tables not to sit at in the cafeteria. A mean girl could diss Riley right to her face and she might not know it till one of her friends explained it. Sometimes that kind of ignorance can be a shield, other times it’s just down right embarrassing.

Riley loves animals but she can never decide on what kind of pet to get. Luckily Fleemco has a Replacement Pet Program and in every episode whether we mention it or not we see she has a different type of animal as a pet.

There is one other thing that is more important to Riley than fitting in, her little brother, Todd. She may lose sight of that from time to time but in the end if you want to get at her little brother, you gotta go through her.



TODD (10) is a wisecracker at heart. Like lots of kids, he makes up for his small size with his quick wits and his quicker mouth. When Todd lived in the orphanage he had to stifle that instinct or be punished. Now that he is “free” the kid has no filter. He tells it like it is, when it is. This often happens at the expense of his sister or gets him trouble with teachers or bullies like Buzz Winters. The kid just can’t help himself.

Riley’s approach to life is “can do” but Todd’s is “why not?” He is the quintessential “leap before he looks” kind of kid. This also forms a big part of his bond with Dick Daring, who has a similar outlook on life. Like any ten year old, Todd is interested in experiencing new things and since he’s been cooped up in the orphanage for so long he has a lot of catching up to do.

Because Todd is younger and less mature than his sister, his choices in the Replacement People program are by and large much less altruistic than Riley’s.

Todd is more likely to replace people for selfish reasons or just because he wants to see what happens. This is a constant source of tension with his sister. He finds her choices boring. She finds his, immature. In the few instances when they agree – look out! You know that’s going to end in disaster.

Todd rarely feels bad about embarrassing his sister with his mouth or his antics. In fact, he revels in it when he thinks Riley is being silly or trying to suck up to people to “fit in.” But when push comes to shove, Todd will always have Riley’s back as she has always had his.



MOM/AGENT "K" ("K" for short) is a British secret agent. She is a master of martial arts, knife throwing, she can speak seven languages, and owns an arsenal of cool gadgets which the kids love to get into. K thrives on the thrill of action and can suffer from withdrawal when she is feeling overly bored. She loves television (especially changing channels) after spending an entire life of watching only four channels of BBC television.

K is also a loner. She has never worked with a full time partner so the family thing is tough for her. Also, you can make a Spy a Mom but you can't take the Spy out of the Mom. K is always looking for plots and hidden agendas in the most mundane settings in Pleasant Hills, like PTA meetings and Little League games. In a word she's paranoid, but in a good way.

K is also extremely melodramatic and has a tendency therefore to over-complicate simple problems. She often states the most mundane things as if they were issues of life or death. For example if she were about to clean the toilet, she'd be wearing a scuba suit, be carrying a bucket and a scrubber in each hand and as she pulled down her facemask she'd announce. "I'm going in!"

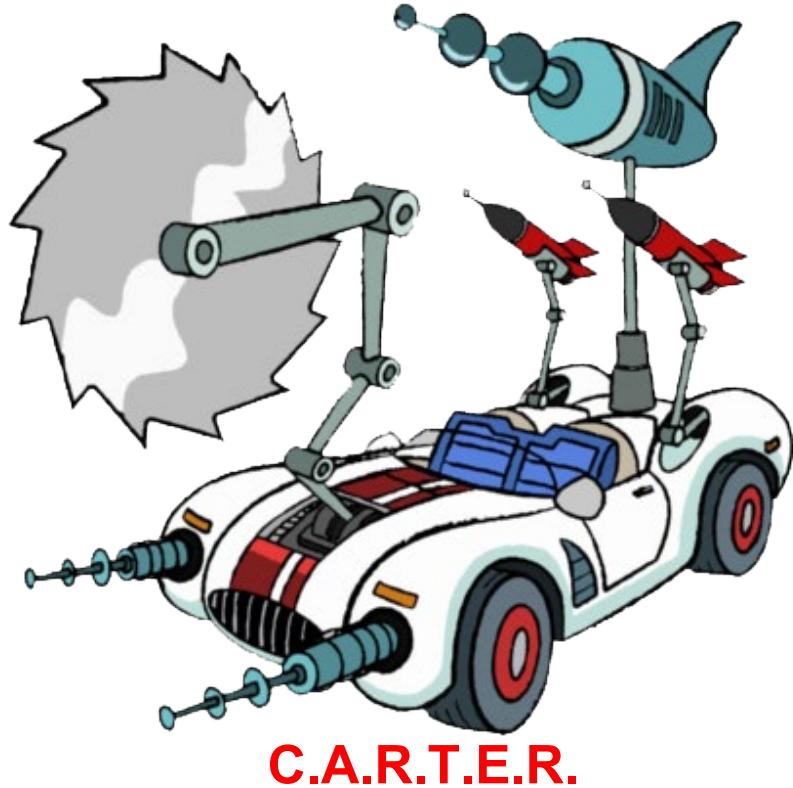


DAD/DICK DARING may, in many ways, be the biggest kid in the family. Sure, he's a daredevil stuntman who often crashes and burns in his daring stunt attempts, but he is still admired by millions nationwide for his never give-up attitude and his no fear approach. In reality, he's just a big kid who never grew up. He's easily frustrated. He's sensitive and cries easily (when just family is around.)

Dick has never met a risk he didn't want to take which leaves him ill-suited to be a parent – since a parent's number one job is to keep their kids safe and risk free. But this "leap before you look" attitude helps him bond with his similarly inclined son, Todd.

Planning is also not Dick's strong suit. Like many men who rely on their athleticism and reflexes to get them through life, thinking just sort of gets in the way and slows him down. Dick is a man of action – which often gets him – and Riley and Todd into some serious trouble because the kids can talk Dick into helping with a lot of their wacky schemes, even though he may not support them 100%. Dick is the soft touch parent. He'll pretty much try anything as long as it doesn't involve spiders. Dick hates spiders.





C_omputerized A_daptive R_easoning T_{ra}nportation E_nabled R_obot

CAR is Agent M's computerized talking spy car. Although his full name is CARTER, the kids nicknamed him CAR for short and the name stuck. Now everyone in the family calls him that. CAR dislikes this intensely because he finds it "common."

CAR misses the good old days fighting crime with Agent K and often reminisces with her and tries to induce her into using some of their old tricks and gadgets. CAR especially hates sitting in the driveway, going to get groceries, and following the speed limit.

CAR is extremely sarcastic especially with Dick, whom he almost seems jealous of. He's undoubtedly the smartest member of the family and he won't let the rest of them forget it. As much as he complains, CAR is fiercely loyal to K and protective of the kids. Dick, on the other hand, is probably on his own.

CAR has a lot of talents.

- He talks and can make calls on his own car phone.
- He can project holograms with his headlights.
- He's got constant Internet access to look up the few things he doesn't know already.
- He can transform himself into a variety of vehicle types.
- He has conveniently located cup holders.

BUZZ WINTERS (13) is Riley and Todd's next-door neighbor. He's the school's best jock and one of the leaders among the cool kids. Unfortunately, he is also the school bully and constant tormentor to Todd and Riley. This may be because he has an unrequited crush on Riley or it may be because he's jealous of the cool parents that Riley and Todd have. You see, Buzz's dad was the coolest dad in the neighborhood – until Riley and Todd showed up.



TASUMI (13) is Riley's best friend. She always wears pink battle armor because her family is the GO HI-BOTS crime fighting team. They assemble to form a giant fighting robot. Or so she says. We never actually see this robot. Even though Tasumi is now totally accepted by her schoolmates, she remembers what's it like to be the new kid and an outsider from when she and her family first moved here from Japan. She knows what Riley is going through and this has drawn them closer together.

ABBEY WILSON (13) is a rich kid. She's also one of those kids that follows every fad and always has to have the newest, coolest stuff. She is usually a good friend to Riley but she is easily swayed by popular opinion and will desert Riley (temporarily) if she deems it necessary to maintain her social standing. The next day she'll be back like nothing ever happened. In Abbey's mind, there's nothing wrong with this behavior and she'd expect any of her friends to do the same to her.



CONRAD FLEEM (picture not available) is the mysterious, multi-millionaire owner of Fleemco. Fleemco is known to most of the world as the manufacturer of quality cleaning products like FleemBrite, UltraFleem and Fleemasol. Conrad Fleem himself personally runs the little known “replacement division” of Fleemco.

Fleem comes off as a kindly, but somewhat scatterbrained, businessman. It's hard to tell if he's crazy like a fox or just plain crazy. Conrad is very secretive about how Fleemco works and never considers anything his company does as a mistake.



SPOILER ALERT!! All though we will NEVER, EVER, EVER, REVEAL, HINT AT OR SUGGEST THIS DURING THE SERIES, the truth is that Conrad Fleem is the only living relative of Riley and Todd. When he found this out he didn't feel qualified to be the their parent so he concocted this entire crazy “replacement” scenario and used his vast fortune to get them out of the orphanage, to help raise the Riley and Todd from afar and to teach them life lessons. Perhaps in our final episode, (or dare I say in our movie), his secret is revealed and he is united with the kids at long last when he moves in with them and K and Dick as their Uncle Conrad.

Backstory

Riley and Todd used to live at the Happy Faces Orphanage, which despite its name was not a very happy place. The owners of the orphanage, MAUDE and WILLIAM FACE, are mean despicable people who hate fun and who love money. For example, “arts and crafts day” at the orphanage was just a thinly disguised way to get the kids to do child labor. “Today, children, we are going to knit reversible down comforters. Won’t that be fun?” Their schooling at the orphanage was just as bad, “Today’s lesson is to learn how transistor radios work by assembling sixty dozen of them.”

No one ever gets adopted out of Happy Faces Orphanage. Then one day, while cleaning out the attic, Riley found an old comic book with an ad in the back for Fleemco Replacement parents. “Send in this ad and \$1.98” and get two cool new parents. Not really believing it would work but also not having anything to lose Riley and Todd scraped together the money and sent in the ad and two weeks later K and Dick showed up at the orphanage and took them home with them.

Of course, William and Maude, the heinous owners of the orphanage were apoplectic at this development! They hate losing good workers. They vowed to find out how Riley and Todd got parents and to get them back in the orphanage, by hook or by crook!

Once Riley and Todd were out of the orphanage, Conrad Fleem was so impressed with them and how well they bonded with their replacement parents that he asked them to help try out Fleemco’s newest product line, “Replacement People.” Now, with the certain limitations, Riley and Todd can replace any adult in Pleasant Hills by contacting Fleemco and sending in an order.

Other Important Stuff You Need to Know

What is Fleemco?

Not a lot is known about this hugely successful but slightly mysterious company. We do know that Fleemco, based in Canton Ohio, has been manufacturing quality cleaning products for years. In fact, Todd and Riley's house is always full of Fleemco cleaning products like OxyFleem and FleemGlo.

The company's little known "replacement division" is more of an enigma. We do know this much about how Fleemco replacements work:

- Riley and Todd can only replace adults.
- A replaced adult do not just disappear nor are they harmed in any way. There is a seemingly logical reason why they leave voluntarily. They get reassigned or get better jobs or win the lottery, etc. We don't have to show this in every episode but we need to show it often enough that our audience knows it to be true and accepts it. Conversely, if a replaced adult reappears at the end of an episode there is a logical and hopefully funny explanation. "Yeah, I won the lottery, but turns out I only won nine bucks so I had to come back to work."
- Riley and/or Todd can only replace one person at a time.
- No do-overs. Riley and Todd can only replace a person once.
- There is a 72-hour cooling off period on returns. In other words, if Riley and Todd replace someone and the new person is not working out they cannot return them and get the originals back for 72 hours.

Fleemco can also provide temporary replacement parents if Dick or Agent K are indisposed. On holidays they may also send replacement aunts, uncles and even replacement grandparents! The rules above don't apply to these family replacements.

What do other kids think of Riley and Todd's Replacement Parents?

Most kids think that they K and Dick are cool. Even the kids who might mock them (like Buzz Winters) are probably doing it out of envy. No one knows that Riley and Todd can replace other people and Conrad Fleem had advised them not to tell anyone. It might cause jealousy or distrust. This is not to say that some nemesis of Riley or Todd's couldn't start to see a pattern and even accuse them of something, but like Mrs. Kravitz on Bewitched or Mr. Crocker on Fairly Oddparents, no matter how right they are, they will never be able to prove it and will be dismissed as being crackpots.

Where is Pleasant Hills?

Its exact location is undefined, but Pleasant Hills has whatever terrain (mountains, lakes, deserts) or weather we need for a given story. Pleasant Hills exists as a more or less “real world” place, but it is also a place where talking computerized spy cars and GO HI BOTS can really exist and are readily accepted.

How does the average episode work?

To begin with, there will be no average episodes of this show. More to the point we will eschew following any “formula.” Some episodes may focus on replacing adults. Other may feature a replacement parent if K or Dick is not available. Others may just focus on the family and the replacement of an outside adult will happen as one element of the plot.

For example, if we are doing a story about Riley and Todd trying to help Dick regain his confidence as a stunt man. One of their possible solutions might be to replace a sportscaster that is always criticizing Dick with one who only says good things. That will, of course, fail to solve Dick’s problem and the plot will move on.

The point is that every story should be about Riley and Todd trying to take control of their lives. How we tell these stories can and should vary depending on the stories themselves. In the same vein, even though we have envisioned this show as being two eleven minute episodes per half hour, we should not be afraid to do some twenty-two minute shows if the stories are big enough to warrant it.

Episodes

01A Todd Strikes Out

Todd replaces his easy-going baseball coach (the type who makes sure everyone plays even if they lose) with a hard-hitting pro coach who is very rough on the team, and actually replaces them.

01B The Jerky Girls

Riley and her “girl scout” troop can’t sell as much jerky as the rival group because of the strict rules of their scout leader. Riley replaces the leader with a savvy salesman type who tells them to do whatever it takes to make a sale.

02A Insecurity Guard

The school security guard won’t protect Todd from bullies so he replaces him with a Fleembot personal security robot. The power goes to Todd’s head and he becomes the new school bully.

02B Quiet Riot

The quiet-loving librarian is too much for Todd who replaces her with someone who will tolerate noise... a rock and roller. Soon the library is so loud and boisterous that no one can study and everyone is failing.

03A Jumping Mad

Riley, worried for her father’s safety, replaces his sloppy stunt coordinator with a scientific type who will actually take measurements before dangerous stunts. But the new coordinator takes all the risk and fun out of Dick’s profession. Riley learns to trust her Dad and woos the old stunt coordinator back.

03B The Truth Hurts

Riley replaces her timid journalism teacher with a hard-hitting investigative journalist who tells her to stop at nothing to get the truth. Riley humiliates her friends when she makes their private lives front page news.

04A Cinder-Riley

Riley wants a new look for the big dance to impress Johnny Hitswell, so she replaces the lousy Budget-Cutz barber with a French stylist. Her makeover is so successful that Johnny doesn’t even recognize her and the cool girls conspire to bring her down.

04B Skate-Gate

The Mayor cracks down on skateboarding so Todd has him replaced with a skateboard legend. Soon everyone MUST skateboard by law and Todd finds he liked it better when he was the lone rebel.

05A Going Overboard

The kids replace their gruff, militaristic babysitter with the host of a kid's TV show, Uncle Pirate. He turns their house into a madhouse, nearly destroying it.

05B Riley's Birthday

Dick and K must use all their powers to come up with a great birthday party for Riley.

06A&B Halloween Spirits

The kids replace an old couple who never decorate for Halloween with a spooky couple. But the spooky couple is too spooky and Fleemco reveals they didn't send anyone at all.

07A Days of Blunder

Todd and Dick build a soap box derby racer together, but Dick's duct-tape disaster falls apart during the first test run. So Todd temporarily replaces Dick with an Indy 500 pit chief who builds an awesome car, but won't let Todd participate.

07B Cheer Pressure

When a tough cheerleading coach won't let Riley and her friends on the squad, Riley replaces her with a hippie coach who lets everyone on the team... literally.

08A The Majestic Horse

Riley loves the horse from the movie "Majestic Horse" and asks for a horse of her own. Dick gets her a mule. Riley asks Fleemco if they can replace pets too and has the mule replaced with the actual horse from the movie. But he turns out to be a spoiled, pampered movie star horse whose entourage barely let Riley see him. She was better off with the kind and loyal mule.

08B Carnie Dearest

Todd disobeys his Mom to sneak off to the carnival, but the owner won't let kids in without an adult. So Todd replaces him with a lawless carnie who says anything goes. Todd joins the carnival, shanghaiing his sister as well, and Dick and K must win them back in a carnie competition.

09A Zoo or False

Riley feels bad for the animals locked up in tiny cages at the zoo and replaces the zookeeper with a PETA-type person. The new zookeeper goes overboard when she lets the animals run free into the town and Riley and her family must catch them and find them a new home.

09B Master Pho

Todd wants to learn karate, but is impatient with the slow pace of the mall instructor, so he replaces him with the karate master who taught Agent K many years ago. Unfortunately, he is evil and kidnaps Todd to force a showdown with K.

10A Fiddlin' Around

Riley wants to play country fiddle but feels obligated to take serious violin lessons when her Mom goes out of her way to get her the best violinist instructor in the world.

Ultimately, Riley replaces the instructor for a Charlie Daniels type, but must face down her original instructor on stage in a “Devil Went Down to Georgia” type contest.

10B Field Trippin'

Riley and Todd go on a boring archeological field trip and Todd replaces their instructor with an Indiana Jones type who will take them on a real adventure. The new guy isn't much for safety though and the kids get lost inside an ancient tomb.

11A Abra K Dabra

Todd asks K to assist him with a magic act and she comes through with flying colors until she finds out it's for a school talent show and she'll need to be on stage with him. She has stage fright. Todd temporarily replaces K with “someone like K” who turns out to be a talented anti-spy who robs the audience blind. K must overcome her stage fright to help her son.

11B Kumquat Day

Riley sends a mushy card to Johnny Hitswell for Kumquat Day and then goes through hell to get it back, even replacing the postman.

12A Davey Hunkerhoff

Riley replaces an old lifeguard with a hunky one to make Johnny Hitswell jealous, but it backfires when the hunky lifeguard starts to like Riley. Even replacements have feelings.

12B Ratted Out

Todd brings home a rat for science class. Riley accidentally loses it, so she replaces it. The new one is younger than the old one and the science class believes Todd has found the answer to aging. He is heralded as a science prodigy.

13A German Squirmin'

Todd tries to hide his bad German class grade from his parents so that they will still take him to Pappy McWhacky's Fun Time Restaurant. When a parent-teacher conference threatens to ruin everything, he replaces his teacher with a non-English speaking German. Unfortunately, the trip to Pappy McWhacky's is ruined when the animatronic figures break down and run amok... and the directions to stop them are all in German.

13B The Means Justify the Trend

When every girl in school starts copying the latest Paris Hilton type celebrity, Riley thinks they're all dumb. To teach them a lesson, she replaces the Paris Hilton type with a boring, schlubby girl... and Fleemco tells Riley that she is the replacement. Unfortunately, the girls in school start copying Riley.

14A Running From Office

Todd and Riley run against each other for school Treasurer and they both replace their school sponsors with high-powered, dirty-playing politicians that make for an ugly race.

14B Best Friends ForNever

Riley and Tasumi get in a fight over something silly and the school counselor isn't helping. Todd, stuck in the middle of the fight, replaces the counselor with a female wrestlemania type who trains Riley and Tasumi to settle their differences in the ring.

15A Maid for K

When K seems overworked, the kids send her on a week's R&R, replacing her with a maid. But K is suspicious of this stranger in her house and sticks around to spy on her. When K becomes distressed that the family seems to get along fine without her, it's up to Todd and Riley to sabotage the maid to make K feel needed.

15B A Daring Romance

Dick forgets K's birthday and they have a spat about it. Riley becomes concerned that their happy homelife is in jeopardy unless she can help Dick make it up to K with a romantic evening. She replaces Phil MyGrave, the stunt coach who usually gives Dick love advice, with Gordo Glideright, a renowned romantic and Dick's stuntman rival.

16A Snow Place Like Nome

Discovering that their principal is part Eskimo and will never declare a "snow day," the kids replace him with a man from Trinidad who has never seen snow. Suddenly every day is a snow day and they must teach the terrified man how to love snow.

16B The Frog Prince

Riley decides to help school nerd Shelton Klutzberry by replacing his imaginary girlfriend with a real one. Unfortunately, he is so overwhelmed that his life falls apart.

17A BoyzRoq!

Todd loves to sing and K convinces him to join the school boys' choir. But he hates being mocked and tormented so he replaces the director with M.C. McC who turns them into a cool boy band... but forces them to lip sync.

17B Ball Hogs

Todd wins tickets to a big football game and takes Jacobo. But when a touchdown winning ball hits Todd in the noggin, Jacobo catches it and claims it for his own. It drives a wedge in their friendship that only a football legend can repair.

18A Conrad's Day Off

Conrad takes a day off and Todd forgets to tell Riley. Riley panics when she gets in trouble, sent to triple detention, and Conrad is not there to come to her rescue with a replacement. Feeling responsible, Todd becomes the replacement himself.

18B Clue-Less

Riley hosts a mystery party that turns all too real when someone destroys Todd's annoying electronic cat.

19A A Perfect Date

When Johnny Hitswell finally asks Riley out on a date, she becomes obsessed with making the date perfect. Fearing embarrassment, she asks her family not to get involved at all, but they end up replacing the restaurant staff themselves.

19B Serf's Up

Todd, resentful of Riley, dreams that he is a serf and she is an evil princess in a Medieval world. He organizes a rebellion to attack the castle and ruin the princess's wedding.

20A See Dick Run

The kids help Dick get in shape for a septathlon where he competes against Buzz's father, Mr. Winters.

20B Reality Bytes

When Todd checks out an online community, he is instantly addicted to virtual adventures and cyber popularity.

21A&B London Calling

K's father, Grandpa G, shows up to replace CAR with CLIVE, a newer and better spy car. Riley and Todd enroll in Spy Academy in order to go to London to get CAR back. K faces down the Academy headmistress, her mother Agent B, to get her kid's out, but B refuses. Inside the Academy, Riley and Todd discover that CAR is actually on a secret mission to find out who stole the invaluable Spyclopedia. K and Dick are kidnapped by CLIVE, the villain, and Riley and Todd must attempt to rescue them. As a family they stop CLIVE, bond with their grandparents, and get CAR back.